

\*\*\*\*\* FAQ En v2.8 of TheDrake as of March the 20th of 2007 \*\*\*\*\*

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\*\*\* Introduction \*\*\*

This document gathers Frequently Answered Questions about the LOTR TMG.

The french version of this document is available here :  
 Forum Français de Laurhidil : FAQ de TheDrake

This document started from the FAQ edited by Rapierved on the Sabertooth forum, and has been augmented with questions and answers gathered from different sources, like the French and English Laurhidil Forums and the Sabertooth Forum, closed nowadays, and the Snaggletooth forum.  
 For more infos about these forums, use the following links.  
 Sabertooth Forum : [closed since March, 1st of 2006]  
 English Laurhidil forum : <http://forum.aceboard.net/index.php?login=15625>  
 French Laurhidil forum : <http://laurhidil.alloforum.com/>  
 Snaggletooth forum : <http://snaggletoothgames.com/forum/>

This document is regularly updated.  
 If you see something to add or improve, please send me an email to :  
 MisterFredDrake@hotmail.com

The current version of this document appears in the title of this document.  
 The first number is changed in case of major reorganization of its information.  
 The second number is changed in case of addition to its content or in case of modification of its contents.  
 The date of last modification appears in the title of this document.

For an easy use of this document, the paragraph numbers are the same used in the LOTR TMG 2006 European Championship Tournament Rules.  
 These rules are available on the LOTR TMG 2K6EC subscription page :  
[http://soifbug.free.fr/tournois/EC2006/tournament\\_en.zip](http://soifbug.free.fr/tournois/EC2006/tournament_en.zip)

The history of the updates is at the end of this document.

\*\*\* Section 1: General rules and information \*\*\*

> Is this game played on a map ?  
 < Yes, the game is played on a map with hexes on it for movement. The hexes speed up game play, while eliminating confusion over line-of-sight and movement. It also means you will never play on a blank table top !

> Does the game use lots of dice ?  
 < The game uses standard 6-sided dice, and sometimes you can end up rolling a handful at a time. Rolling dice is fun!

> Doesn't more dice mean more randomness ?  
 < Actually, no. Due to something called a "bell curve," the more dice you roll, the more average your result. For instance, if you were to roll a single 12-sided die, you have an equal chance of getting any number between 1 and 12. Roll 2 six-siders, adding the dice together, and you could get any number between 2 and 12, but you stand a much greater chance of rolling a 6, 7 or 8 than any other number. Being able to turn 1's into 6's with action points further reduces randomness.

> A 1500 points army ? How many model is that ?  
 < A standard 1500 point army generally consists of 15-25 figures. How many is up to you.

> How long do the game last ?  
 < A typical game with 1500 points armies on each side lasts about 45 minutes.

\*\* Sliders/wheels \*\*

> Why do some models have sliders and some have wheels ?  
 < The original base set used sliders, these were replaced by wheels in subsequent releases to allow for a wider range and more dynamic poses.

> What are the sliders/wheels for ?  
 < Each model has 2 sliders on its base. One tracks that warrior's wounds. The other tracks that warrior's action points, which can be spent to activate special abilities or to change 1's into 6's. Finally, a game where 1's are good!

> What does the sliders/wheels colors mean ?  
 < They tell you which version of that model you have. In the base set, each hero has 2 versions, while each minion has 3 versions. These version have different abilities and points

costs, but use the same sculpt and paint job. The slider colors are used to give players a quick way to determine versions on the battlefield. White Slider – Starter Exclusive, Orange Slider – Level 1 figure, Red Slider – Level 2 figure, Purple Slider – Level 3 figure, Blue Slider – Level 4 figure.

> My starter set has a blank base for frodo which has 5 wounds, but the frodo figure has a base with 4 wounds.

Does frodo get better when he puts on the ring?

< When you put the ring on you match the slider on the blank base to match what the sliders were on the Frodo fig base. The blank base merely has more lives to accommodate a different version of Frodo.

\*\* Bonuses \*\*

> In the rules when it says +1 attack or +1 damage, does this mean (die roll) +1 or does this mean you get to use another die?

< It gives another die. Please note that the rules say "+1 attack", not "+1 to attack" a subtle difference that changes the interpretation.

\*\* Section 2: Army building \*\*

> I know heroes are on dark green bases, but what about villains ?

< There is a common misconception about this.

In fact there are Evil Heroes as well as Good Heroes on dark green bases. Light green bases are for minions of both Good and Evil persuasion.

> What about henchmen ? The rule book mentions them.

< The word didn't get changed before the rulebook got printed. It should read minion.

> Are promo figures legal for tournament use?

< Yes. In fact you get several Promo Figures in the Starter Set. Promo figures may also be obtained through redemption (finished) and the Organized Play program.

> Can i have 3 Aragorns in my army?

< No. Each hero has a "unique number". For Aragorn, it's 1.

Every version of Aragorn has the unique number 1.

When you build your army, you cannot have multiple warriors with the same unique number.

> The rules say that there cannot be more than 1 of any unique figure in a force. Does this stop me from using, say, Aragorn if my opponent is using him?

< Not at all. The uniqueness restriction is per side. Both of you may play Aragorn.

> Can aragorn fight alongside saruman?

< No. There are two sides to choose from: Good and evil.

When you build your army, you must choose a side.

All of your warriors must be from the chosen side.

> Can my Good army fight another Good army?

< Most of the stories of Middle Earth involve the war between good and evil, and sometimes evil vs. evil.

Since the TMG must stand up to tournament play, there are no rules preventing your good army from fighting another good army. This prevents tournament players from having to build 2 armies – 1 good and 1 evil. If you still desire a rationale for Good vs Good, tensions and misunderstandings flare up all the time.

\*\*\* Section 3: Turns of Play \*\*\*

No information.

\*\*\* Section 4: Movement \*\*\*

> Engaged figures are those that have an enemy figure in their Kill Zone, what about their targets?

< The targets are not engaged unless they too have an enemy in their Kill Zone.

> For Large units, the back hexagon is used for moving.

Why is it the front hex of Cavalry unit that is used for moving ?

< A Large unit can spin during movement around its moving hex, and its kill zone corresponds to all its adjacent hexagons. Using the front hex, a Large figure was able to gain some move by presenting its back to the ennemy. So the back hex is used for Large figure movement. On the contrary, the Kill Zone of a Cavalry units extends to the five hexagons adjacent to its lead hex, so they are not able to do the same trick, so the lead hex was maintained for the movement purpose and to determine their Kill Zone.

\*\*\* Section 5: Shooting \*\*\*

> When shooting may I combine several archer's dice by forming a chain?

< No. Each Archer will resolve his shots separately.

It is actually more advantageous, as extraneous hits will not have been committed to a target. If the first Archer, or the second, deals enough damage to eliminate the target, the next archer is free to target someone else.

\*\*\* Section 6: Phase of Combat \*\*\*

\*\* The Combat Roll \*\*

No information.

\*\* The Damage Roll \*\*

No information.

\*\*\* Section 7: Determining victory \*\*\*

No information.

\*\*\* Section 8: Special Abilities \*\*\*

\*\* Strategy Special Abilities \*\*

No information.

\*\* Movement Special Abilities \*\*

\* 8.10 (Cavalry) \*

> Magical Force

May I use Magical Force on a Cavalry unit ?

< No, Magical Force may not be used on units with base of more than one hexagon.

> Spearman

May my Spearman support a Cavalry unit ?

< No, a Spearman cannot support a Cavalry unit in a combat.

> Hexagon used for Cavalry unit movement.

The riders have 2 hexagons. Which is the one that counts for movement, the front hexagon or back ?

< For the riders it is the front hexagon.

> Disengagement Free Attacks on a Cavalry model

Which hexes invite free attacks when a Cavalry model disengages from an enemy model?

< A Cavalry model can be free attacked when it disengages if the enemy model is in contact with the lead hex of the Cavalry model base.

> Stalwart on a Cavalry model

Which hexes invite Stalwart when a Cavalry model disengages from an enemy model?

< A Cavalry model can be fixed by Stalwart when it disengages if the enemy model is in contact with the lead hex of the Cavalry model base.

> Cavalry unit Kill Zone

Does the Kill Zone of a rider extends to the three hexagons in front of its lead hex ?

< No, the Kill Zone of a rider extends to the 5 adjacent hexagons to its lead hex.

> Elevated terrain bonuses and Cavalry

How does work elevated terrain with Cavalry units ?

< A Cavalry unit can gain +1 attack from being elevated. At least one of its hexagon must be in elevated terrain, not necessarily the front hexagon. Inversely, to gain the elevated bonus against a Rider, it is necessary that none of the rider hexagons is on an elevated terrain.

> Cavalry and Shooting

Can a rider, if it is not in a Kill Zone at the end of its movement, use a ranged attack?

< Yes, the only constraint is to make it before running if he wants to run.

> Charging and Shooting

Can a rider make a Charge and make a ranged attack during its Charge move ?

< No, because the Charge move is not a normal move, it is a special action associated to the Cavalry Special Ability, which include a move.

So you cannot make both a ranged attack and a Charge, you have to choose between moving to make a ranged attack or to Charge.

> Charging and running

The Tournament Rules says :

"Instead of moving your cavalry model may Charge. Charge works just like a NORMAL MOVE [...] and you get a free attack at the end of the charge."

May I make a Charge with my Rider by moving it to the maximum of his movement points, then by making it run an additional hexagon, then by making the Charge free attack ?

< Yes, a Cavalry unit can declare a Charge, use its MP's, run for an additional hex and then make the charge attack.

> Charge and orange/red lines and blue lines.

Can a unit be charged if the 2 hexes where the units become in contact with each other are separated with an orange/red line or a blue line ?

> Yes, if a red/orange line or a blue line separates the Charging unit from its target it may execute the Charge free attack as he does not cross the colored line when moving.

> Charge and Fast Strike

When you Charge, can you use Fast Strike before, during, and after the Charge ?

< No and yes and no.

You have to move at least one hex to activate Fast Strike.

You may use Fast Strike during your Charge move.

You may use Fast Strike just before your Charge free attack.

You can not use Fast Strike after the Charge free attack.

> Charge and Fast Strike

If the target of Fast Strike is not killed (and thus you cannot move on) then this counts as the end of the Charge and you now get your Charge free attack ?

< Yes.

> Charge and Fast Strike

If you use Fast Strike at the end of the Charge move then you actually get two free attacks, one for FS and one for Charge ?

< Yes.

> Charge and Fast Strike

May I declare a Charge with my Cavalry unit, then use Fast Strike on an opponent unit on its way, kill this figurine, then continue to move with the remaining move points (see Fast Strike AS) and then make the Charge free attack on another opponent unit ?

< Yes.

> Charge, Fast Strike, Spearman, Repel

If a Rider with Fast Strike charges a Spearman with Repel in his Kill Zone, what is the sequence of the events ?

< The sequence of the events is as follows:

1. Spearman Free Attack
2. Fast Strike
3. Charge
4. Repel

> Charging, back hexagon and enemy Kill Zone

May my Cavalry unit Charge if its back hexagon is in an enemy Kill Zone ?

< No, a Cavalry unit may not Charge if any of its hexagons is in an enemy Kill Zone at the beginning of the Charge.

It is important to note that even if the back hexagon cannot be Fixed and cannot be the subject of a disengagement Free Attacks, it can nevertheless prevent a Charge if it is in an enemy Kill Zone.

> Charge, back hexagon and enemy Kill Zone

I know that an enemy model does not get a Free Strike against the rear hex of a cavalry model because it "disappears" on movement. What about the ability to charge if cavalry starts its turn with only its rear hex in an enemy kill zone?

< The back hex only goes away for movement. It still exists when you begin your action phase, so you cannot charge. If the enemy whose kill zone you are in is eliminated by another figure before you move, you may then charge.

> Charge and enemy Kill Zone

If my mounted figurine is in an enemy Kill Zone and that this enemy figurine is eliminated prior to the movement of my Rider, may my Rider Charge?

< Yes, it may.

> Cavalry and moving the back hexagon

An enemy had flanked me, so I swing my horse 60, or 120 degrees (keeping the front hex in the same location) to separate my horse from this flanking opponent. Rule 4.12 seems to say no free attack for disengaging. Correct?

< You may not do this. Cavalry figures may not just pivot on front hex. You have to move the

lead hex at least one hex to be able to reorientate the back hexagon.

> Cavalry and moving the back hexagon

What are the possibilities to move the back hexagon?

< You can use a Free Spin, turning the rider 180°, or else you have to move the lead hexagon before being able to rotate the back hexagon at the end of the movement.

It is of course possible to put the front hexagon back to its starting point, but this movement can be subject to a Free Attack if the front hexagon was in a Kill Zone.

If the front hexagon is unable to move due to Stalwart, Free Spin is not possible.

> Free Spin and movement

Can a Rider make a Free Spin and continues to move ?

< No. In this case you are not free spinning and you will invite free attacks when your lead hex leaves a kill zone.

> Free Spin and movement

Can a model make a free spin at any point during his movement, or only at the beginning or end of the movement phase? Is spinning considered movement?

> You may position your figure as you like at the end of movement, and you may also change facing before moving to shoot, but these are not considered "free spins". A free spin is a movement action that may only be performed in place of regular movement. This means, if you have repositioned your facing, that will preclude the ability to spin further.

> Free Spin and disengagement

If a Cavalry model is engaged on the lead hex can he, at the beginning of his turn, spin 180 degrees for free and not incur disengagement attacks?

< A Free Spin by definition does not invite Free Attacks even though your lead hex may be moving out of a Kill zone.

> Free Spin and disengagement

An enemy has flanked me, so I want to spin 180 degrees within the same two hexes I am currently occupying to negate flanking and to engage my opponent. Is this disengage sufficient to incur free attacks?

< If you do not move further, and if your lead hex was not in an enemy Kill Zone, you will not invite free attacks disengagement as the rear hex disappears for any movement purposes. If you do not move further, its a Free Spin and as explained above, Free Spin is not subject to disengagement Free Attacks, even if your lead hex was in an enemy Kill Zone. So Free Spin is useful to engage some enemy figures without being subject to disengagement free attacks, to add them in a Combat Chain for example.

\* 8.12 Fast Strike \*

> Could you leave an engaged warriors kill zone (thus allowing the enemy a free attack), move around to the same enemy's flank (assuming you survived the free attack), and use Fast Strike on him?

< Yes, if you begin in an enemy Kill Zone and move you invite a Free Attack, but you may activate Fast Strike after moving at least 1 hex. Please note that you do not get the Flanking Bonus when using Fast Strike.

> Could you do the same thing and move from one kill zone hex to another hex in the same enemy's kill zone and still use Fast Strike on him?

< Yes this is legal as well.

\* 8.44 Healing \*

> Are you limited to healing wound points lost in the prior round?

< No you may heal any amount of wounds you have lost up to your starting value no matter when you suffered them.

\* 8.46 Large \*

> How do Large Models move? Are they limited to spaces that will allow the entire base to pass?

< Only the rear hex of a Large Figure is considered for the purposes of movement. This allows the figure to "squeeze" through single hex openings. Note that the figure must begin and end its movement with all of the hexes of its base occupying legal hexes.

> Disengagement Free Attacks on a Large model

Which hexes invite free attacks when a Large model disengages from an enemy model?

< A Large model can be free attacked when it disengages if the enemy model is in contact with any hex of the Large model base.

> Stalwart on a Large model

Which hexes invite Stalwart when a Large model disengages from an enemy model?

< A Large model can be fixed by Stalwart when it disengages if the enemy model is in contact with any hex of the Large model base.

\* 8.16 Repel \*

> If a figurine which uses Sneak passes in the Kill Zone of a figurine having Repel, can this one activate Repel ?

< Yes, and if the figurine with Sneak survives, it can continue its movement.

> An enemy figurine arrives in the Kill Zone of my figurine having Repel. I activate Repel resolve it.

A second enemy figurine arrives in the Kill Zone of my figurine having Repel. May I activate it again ?

< Non. Special Abilities can be activated only once per turn. For that, it would be necessary that your figurine has twice the Repal SA. TT23 is able to do this.

\* 8.18 Stalwart \*

> An enemy figurine, in contact with my figurine having Stalwart, wants to disengage. I activate Stalwart in response. Another enemy figurine, also in contact with my figurine having Stalwart, wants also to disengage. May I activate Stalwart again ?

< Special Abilities can be activated only once per turn. However the Stalwart Ability says that enemy models may not leave this model Kill Zone unless they are using the Sneak special ability. So if the second enemy figure is in figurine's Kill Zone, it can not move.

> Stalwart on multi-hex models

May I use Stalwart on any hex of multi-hex models ?

< No, for Cavalry models you can use Stalwart only on the lead hex, and for the Large models you can use Stalwart on any hex.

\*\* Shooting Special Abilities \*\*

No information.

\*\* Combat Roll Special Abilities \*\*

\* 8.53 Black Troll Rage \*

> The Black Troll Rage Special Ability should read as follows : This model gets +2 attacks for each OTHER ALLIED model with the Large SA in this model's combat chain. Activate when you are adding up attacks for this model's combat.

So you do not count the figurine using this capacity.

Example: A Mordor Troll, a Berserker Mordor Troll and a Cave Troll are battling with SylveBarbe in the same combat chain.

When the Mordor Troll activates his Black Troll Rage SA, he gains +4 Attacks. That is 2 with the Berserker Mordor Troll plus 2 with the Cave Troll, 0 for Sylvebarbe, 0 for itself.

> The Mordor Troll has the Black Troll Rage SA.

Does the +2 attacks bonus apply only by counting the allied figurines having Large in the same combat chain, or can we also count the enemy figurines having Large ?

< Only allied figurines having Large confer this bonus.

> If a Mordor Troll is in a combat chain, can the Black Troll Rage SA be activated by counting only him like allied figurine having Large to give him the +2 attacks bonus ?

< No, because it is specified the word 'other' in the definition of this Special Ability.

#### \*\*\* Damage Roll Special Abilities \*\*\*

##### \* 8.34 Aggressive Strategy \*

> How does Aggressive Strategy work when there is more than one figure on the side with the Aggressive Strategy SA ?

< Any number of your damage dice may be rerolled. This reroll may only be made once per instance of the SA. You activate Aggressive Strategy after the initial damage roll is made. If you have multiple figures with the Aggressive Strategy SA, then the ability may be used to get multiple re-rolls by activating additional SAs as required.

> So can I reroll again using another figure's Aggressive Strategy ?

< Yes. Aggressive Strategy is triggered after making any Damage roll.

##### \* 8.36 Assassin \*

> The Assassin SA states you can assign any converted critical hits to a figure in its kill zone, but can Assassin be used to apply multiple converted critical hits?

< Don't look at it as ASSASSIN doing the converting. Critical hits are converted as normal, and remember die rolls belong to the chain, not any particular figure. What assassin does is make any converted hits do 2 wounds IF those converted damage dice are assigned to an enemy in the assassin's kill zone.

#### \*\*\* Miscellaneous Special Abilities \*\*\*

##### \* 8.41 Dread \*

> Dread and Steal Essence

An evil figurine with Dread is adjacent to a Good figurine having Steal Essence and other Special Abilities.

The Good player uses a Special Ability.

The Evil player activates Dread in response.

The Good player answers by activating Steal Essence to copy Dread, in order to be unaffected by Dread.

What happens ?

< The Good player must announce which Special Ability the Steal Essence is activating. The Special Abilities resolve in the following order: Good activates whatever SA. Evil activates Dread in response, which effect is inserted BEFORE the Good player SA effect. The Good player answers by using Steal Essence to copy Dread, which effect is inserted BEFORE the Evil player's Dread triggers. The Dread SA text says : "Models that have Dread are unaffected by this ability". So the Evil Player's Dread effect is cancelled on the Good figurine. The Evil player pays only the cost of his Dread. The Good player pays the cost of his first activated Special Aptitude as normal, and the cost of his Steal Essence, but does not pay a surplus due to the Evil figurine's Dread.

> Dread and Terror

If the opponent tries to spend an Action Point, and that I activate Dread in response, and that the opponent counters with Ward, is the Ward cost increased by 1 ?

< Yes. Dread effect will be inserted before the Ward effect, therefore the Ward cost will be increased by 1, assuming the figurine using Ward is adjacent to the figurine using Dread.

However the cost of the Special Ability or the spent of Action Points that triggered Dread will no longer be subject to be increased by 1.

##### \* 8.42 Ent Carry \*

> Ent Carry and Magical Force on carried figures

Can the figure being carried be targeted by Magical Force ?

If so how far will they move ?

< Yes Magical force will cause the figure to dismount. They will be placed in an adjacent hex to the Ent and do not move further.

> Ent Carry and Line of Sight of carried figures

What hexes will I draw Line of Sight from/to for carried figures ?

< Carried figures are above the 2 outermost hexes of the Ents base, the ones with the wheels. You draw LoS to these hexes.

##### \* 8.49 Steal Essence \*

> Steal Essence and Activated Abilities

It says that you may steal "Activated Abilities".

What about ones that have not yet been activated?

< There is a bit of confusion here. "Activated abilities" does not mean "abilities that have been activated". An activated ability is defined in the rulebook under the following rule:

8.082 Activated abilities are abilities that tell you when they can be activated by using a phrase similar to "activate when ...".

Other abilities (like The One Ring, Leadership, Large, Fearsome, Cavalry, Flying, Terrifying, It's precious to us) are non-activated.

##### \* 8.51 Ward \*

> What are the Special Abilities that can be countered with Ward ?

< You can ward any activatable ability. When your opponent declares an ability, you activate Ward, which inserts itself before the ability.

#### \*\*\* Section 9: The One Ring \*\*\*

> Can Frodo put the ring on when he either has an enemy in his Kill Zone or is in an enemy Kill Zone?

< Yes he may, but only during the action phase. If Frodo's side is the attacker and moves first he may not do so in reaction to the Defender's movement.

> Ok, I think I see a conflict: 9.07 says that the Ringwraiths must disengage and move toward Frodo, but 9.09 says that they may still participate in any combats they are in.

< There are several ways this can happen. A moving Ringwraith may still end its movement

closer to Frodo, but enter a Kill Zone while doing so, also if the only route to Frodo is blocked or is in an enemy Kill zone, this may occur. In addition if the Ringwraith's player is the attacker, the defenders action may result in the Ringwraith being in combat.

#### \*\*\* Section 10: Erratas on the figurines \*\*\*

This section is not present in the tournament rules.

It indicates the printing errors and the correct values for certain bases of figurines.

TT005 - Sharku

> I have TT005 Orange Sharku from the Two Towers expansion, but it doesnt have any Health Points printed on it.

What should it be ?

< The correct stat is 5.

RK19 & RK20 - Witch-King

> RK19 Orange Witch-King and RK20 Red Witch-King bases are presenting the Good icon, associated the Good figurines, instead of the Crow icon, associated the Evil figurines. Is that normal ?

< The correct icon is the Crow. These figurines belong to the Evil side.

RK34 & RK35 - Mordor Orc

These figures have identical abilities, the only difference being RK35 is 5 points more than RK34. RK34's Battle Savvy ability cost 2 Action Points to activate and not 1, as opposed to RK35's 1 AP cost (and the reason for it's additional 5 points).

RK52 - Gandalf the White

This version of the figure should have the same movement as RK51, which is 8. In addition, this figure should have the cavalry ability.

RK66 - Gondorian Ranger

The pad print for this figure has his hit points listed as 0 - which is obviously incorrect. The correct number of hit points this figure has is 2.

Gollum/Smeagol

The RotK versions of Gollum and Smeagol have the unique number 23, whilst the PR20 version of Frodo & Smeagol have the unique numbers 6/22.

For the purposes of the unique rule, you cannot have numbers 22 and 23 in the same army, just as if they were both the same number.

#### \*\*\* History of the updates \*\*\*

March the 20th of 2007 : v2.8

Clarifications are about :

- Disengagement Free Attacks on a Cavalry model
- Stalwart on a Cavalry model
- Disengagement Free Attacks on a Large model
- Stalwart on a Large model
- Stalwart on multi-hex models

April the 19th of 2006 : v2.7

Use of the same version number as the french version, since the content is the same.

Changes are about :

- 8.10 Charging and running
- 8.10 Charge and orange/red lines and blue lines.

March the 1st of 2006 : v1.0 - Creation of this document from the FAQ Fr v2.6 2K6EC translation.

2K6EC means 2006 European Championship.

This document has been made for the LOTR TMG 2006 European Championship (2K6EC).

For more information, please go the LOTR TMG 2006 European Championship page : <http://softbug.free.fr/tournois/EC2006/>